

FIG. 1

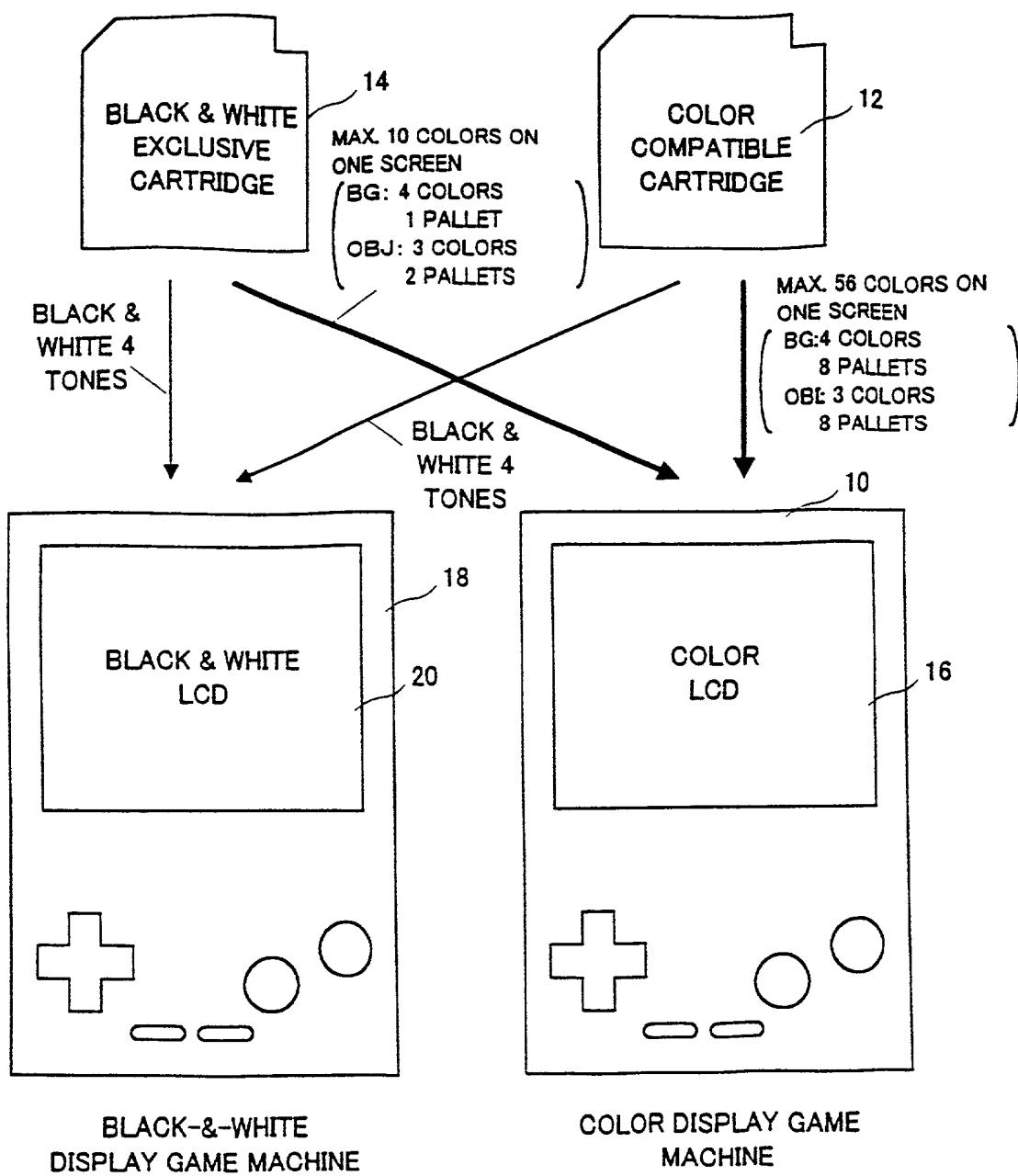


FIG. 2

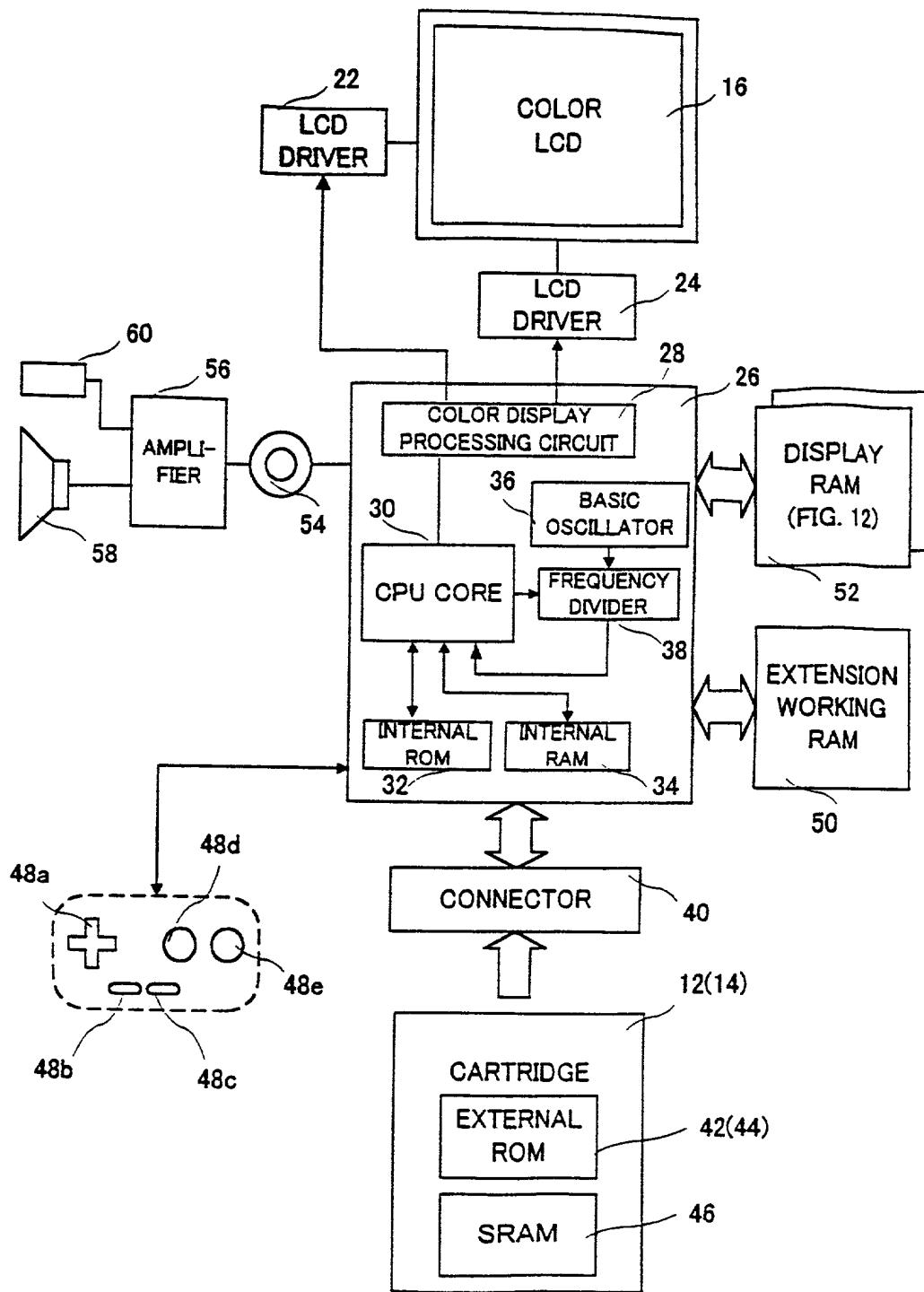


FIG. 3

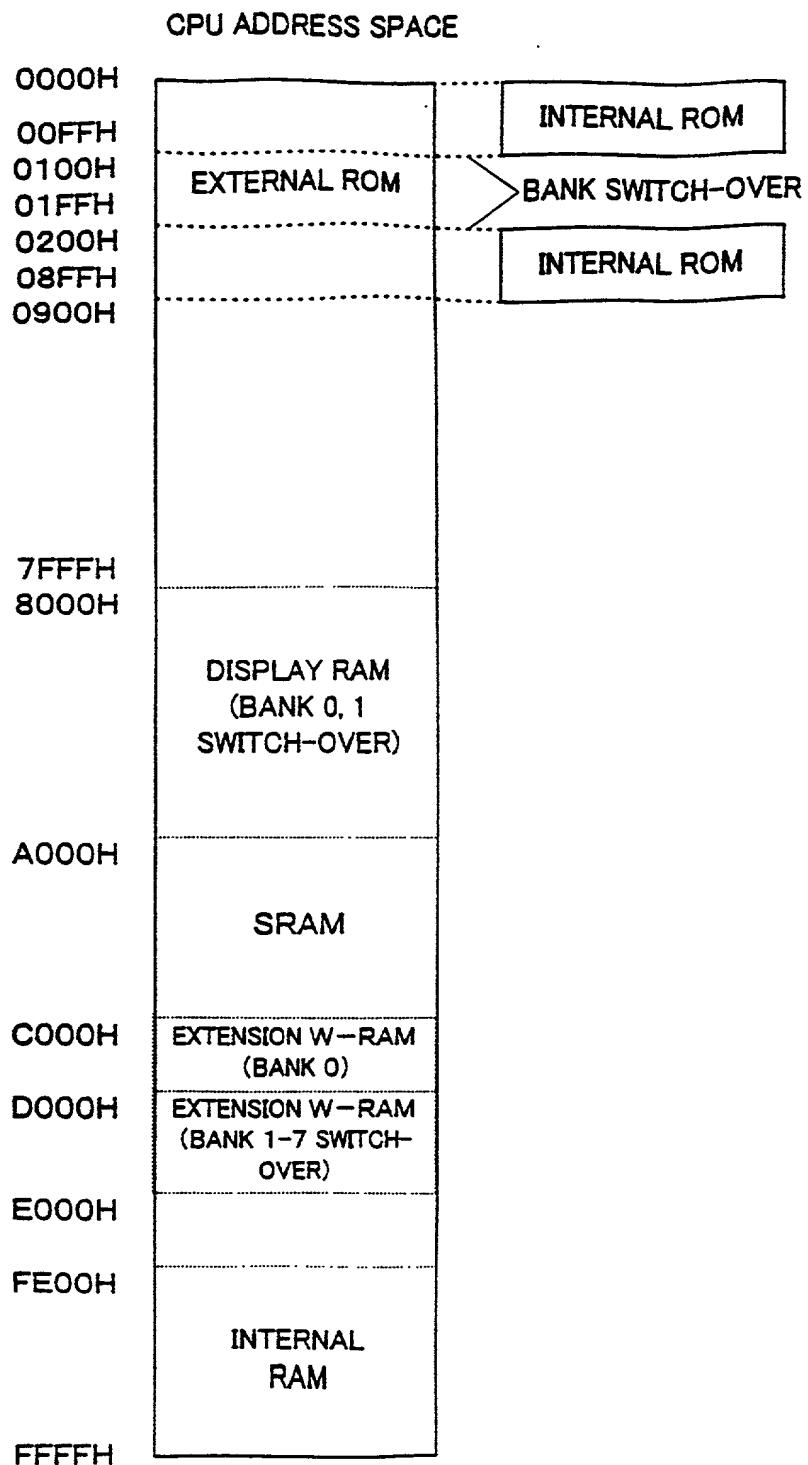


FIG. 4

BLACK-&WHITE EXCLUSIVE  
CARTRIDGE 14 INTERNAL ROM 44  
MEMORY MAP

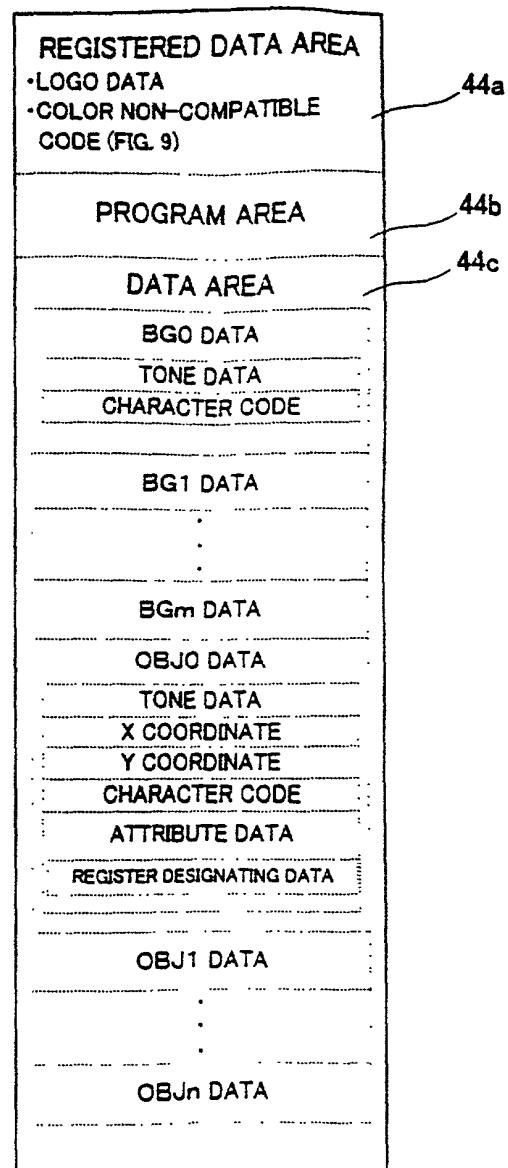


FIG. 5

**COLOR COMPATIBLE  
CARTRIDGE 12 EXTERNAL ROM 42  
MEMORY MAP**

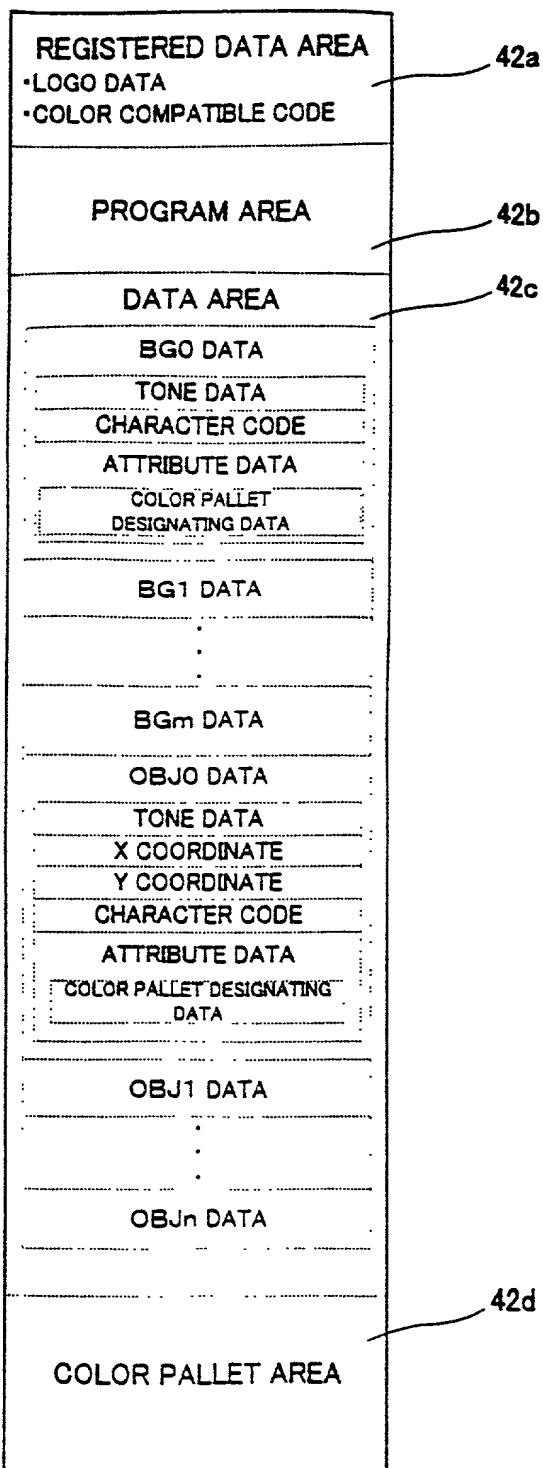


FIG. 6

COLOR PALLET AREA 42d  
MEMORY MAP

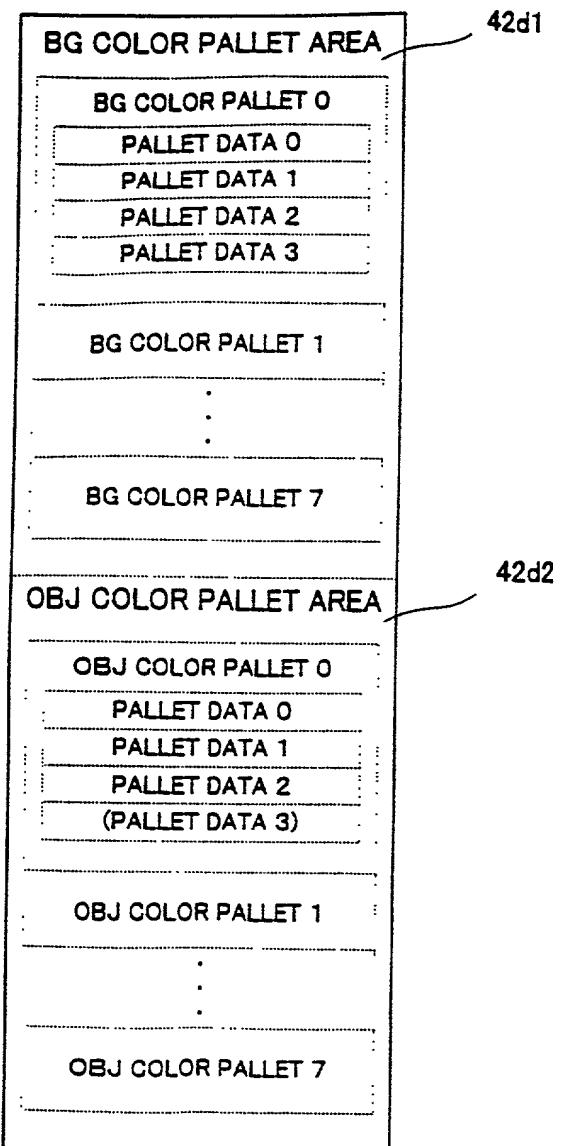


FIG. 7

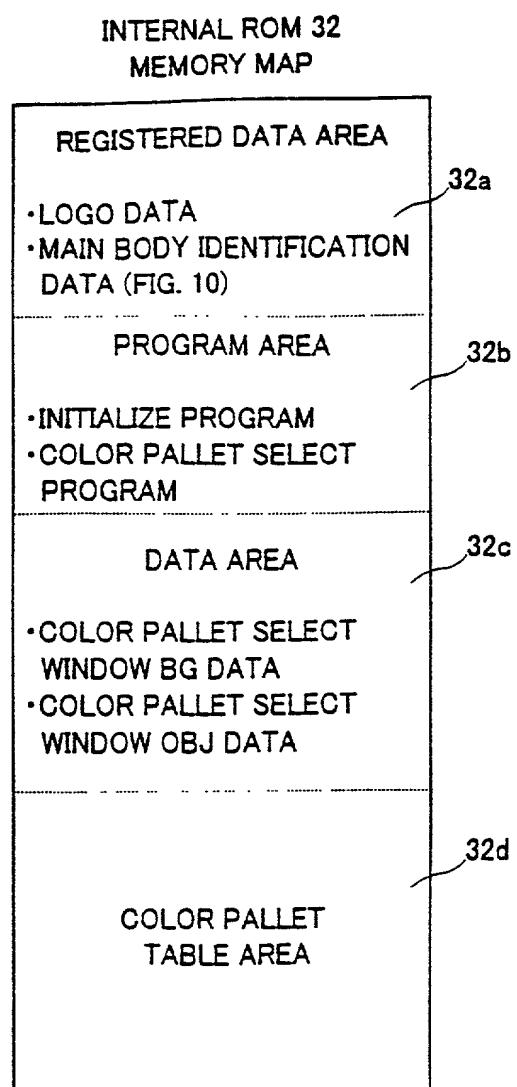


FIG. 8

DETAILED MEMORY MAP OF  
COLOR PALLET TABLE AREA 32d

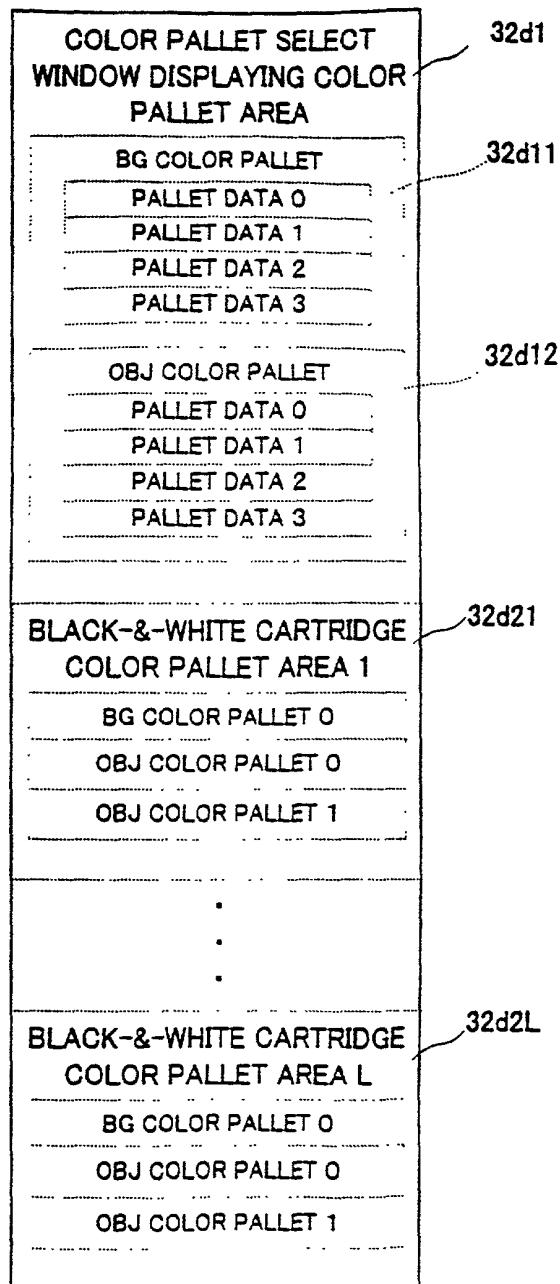


FIG. 9

FIG. 10

EXAMPLE OF BINARY NUMBER DISPLAY									EXAMPLE OF HEXADECIMAL NUMBER DISPLAY	
7 6 5 4 3 2 1 0										
BLACK-&WHITE DISPLAY GAME MACHINE 1									(01)	
BLACK-&WHITE DISPLAY GAME MACHINE 2									(FF)	
COLOR DISPLAY GAME MACHINE									(11)	

FIG. 11

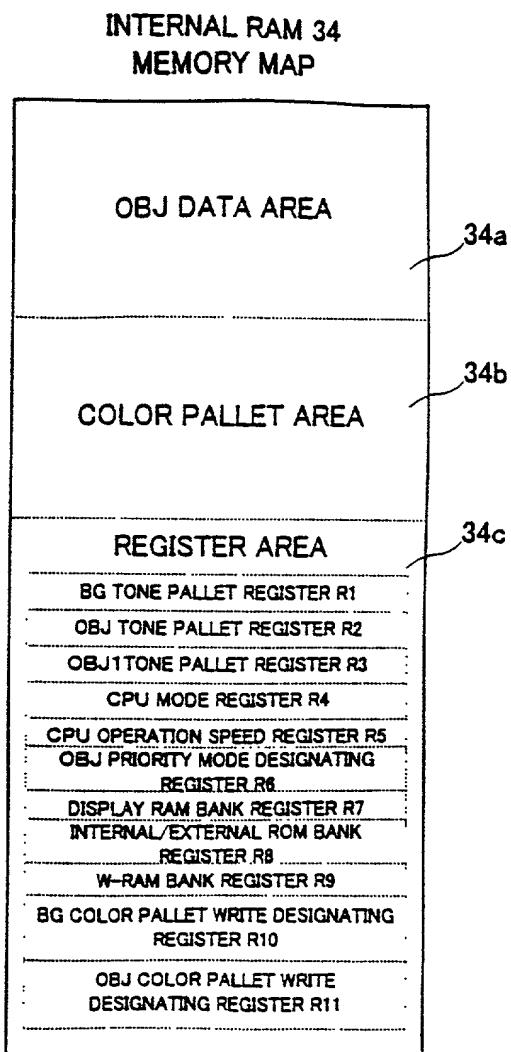
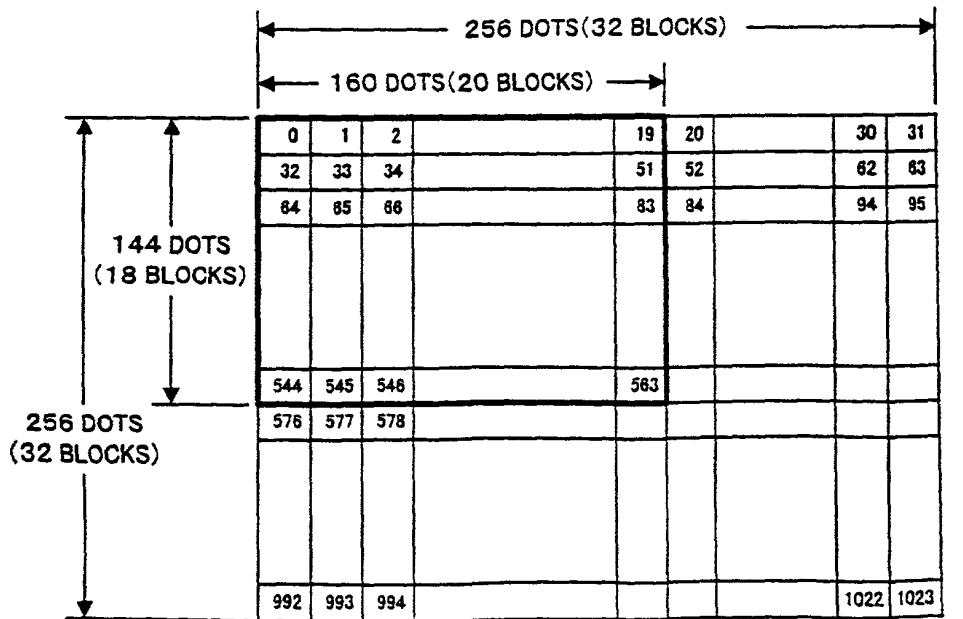


FIG. 12  
DISPLAY RAM 52 MEMORY MAP

BANK 0		BANK 1		BLOCK NO.
CHARACTER DATA		CHARACTER DATA		
BG DISPLAY DATA 1		BG DISPLAY DATA 1		1022
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	1023
⋮	⋮	⋮	⋮	
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	1022
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	
BG DISPLAY DATA 2		BG DISPLAY DATA 2		1023
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	1022
⋮	⋮	⋮	⋮	
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	1023
CHARACTER CODE	ATTRIBUTE DATA	CHARACTER CODE	ATTRIBUTE DATA	

FIG. 13



LCD DISPLAY RANGE

FIG. 14

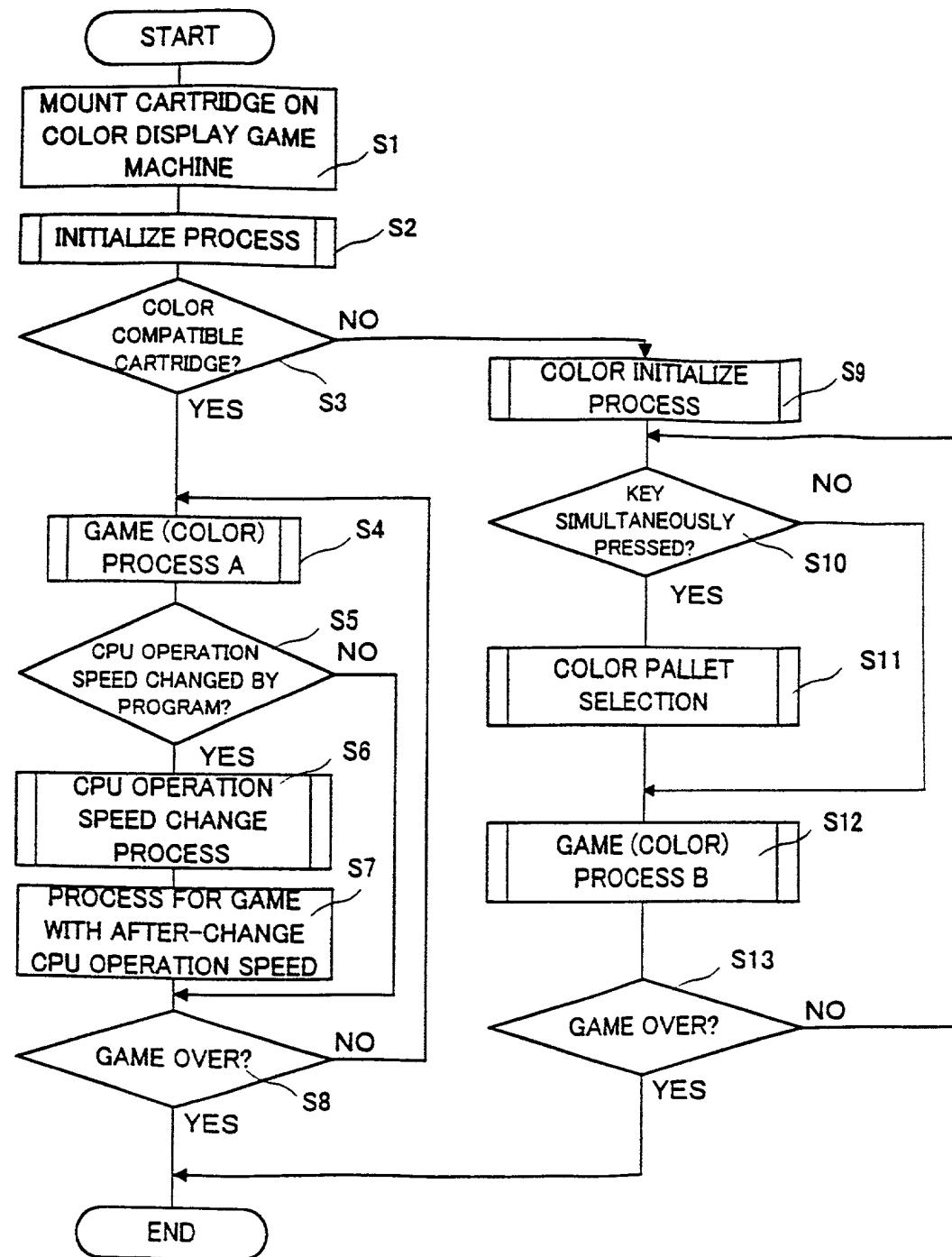


FIG. 15

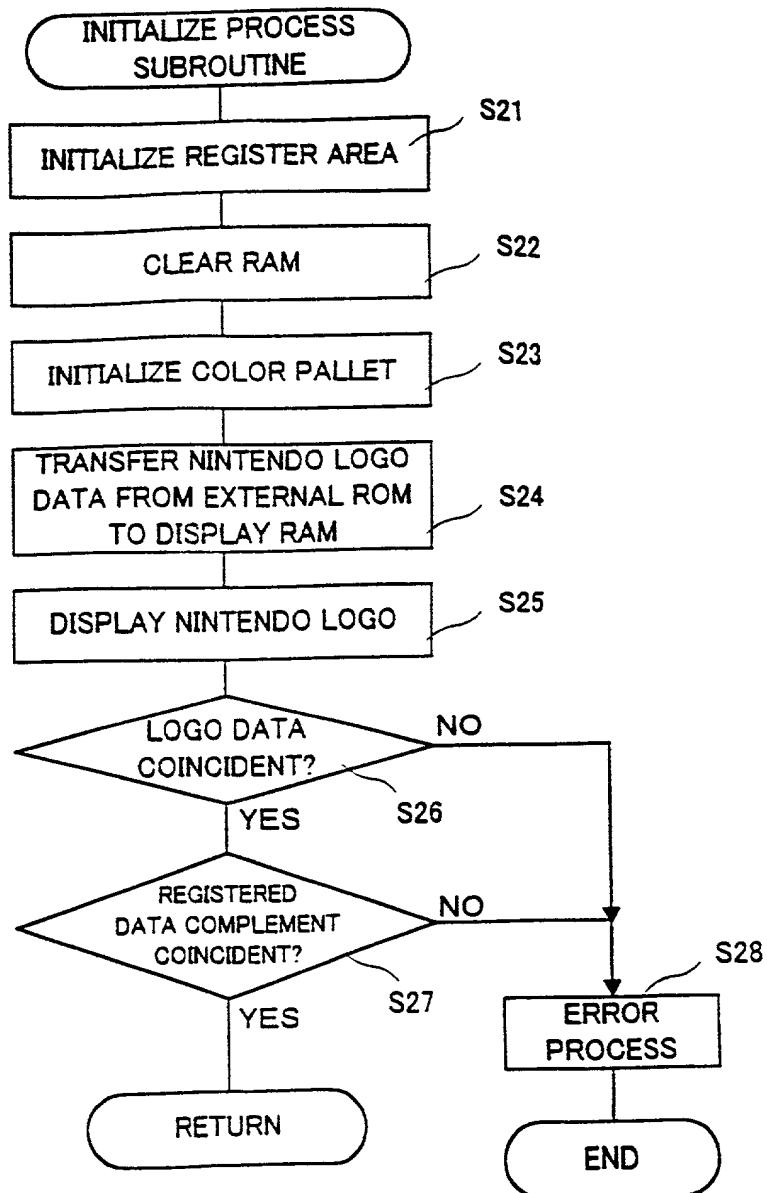


FIG. 16

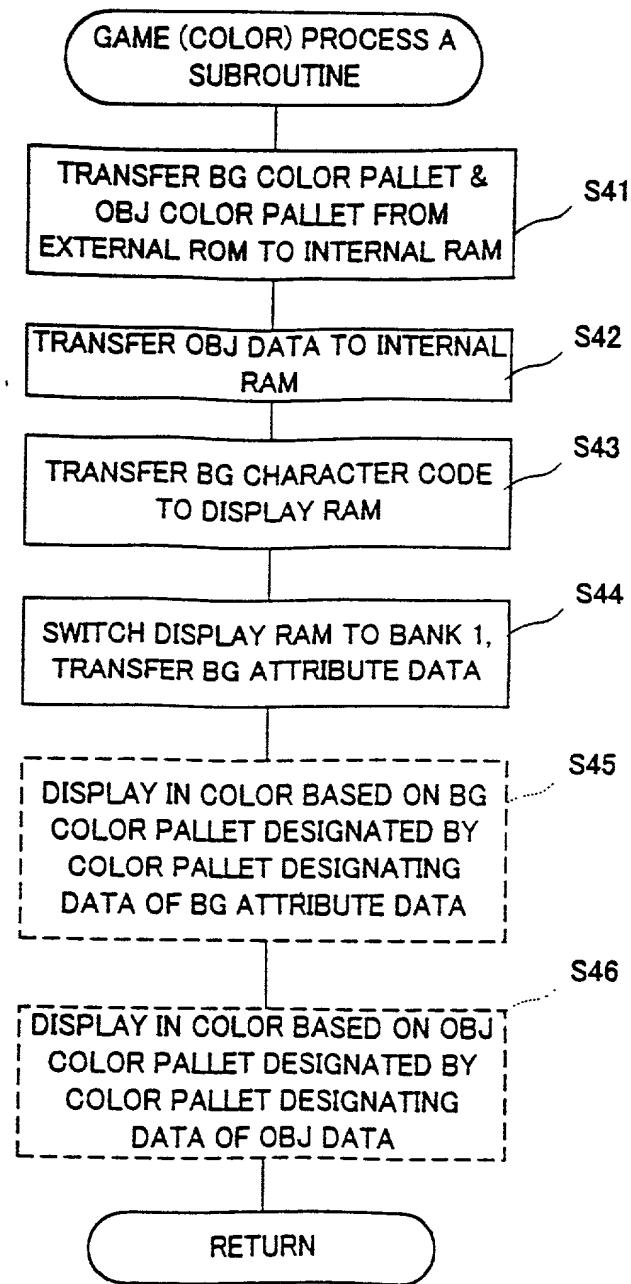


FIG. 17

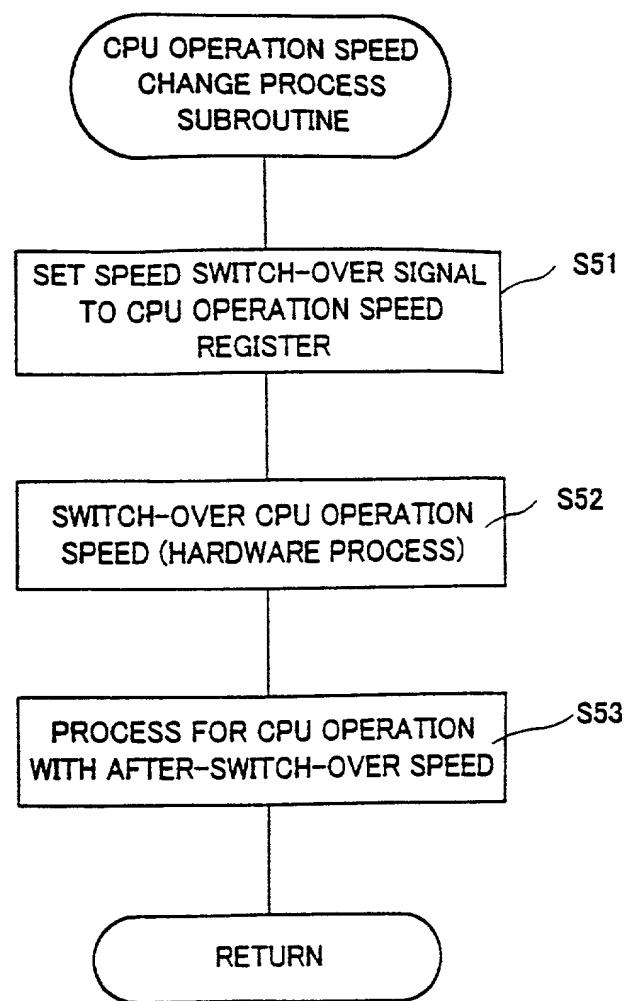


FIG. 18

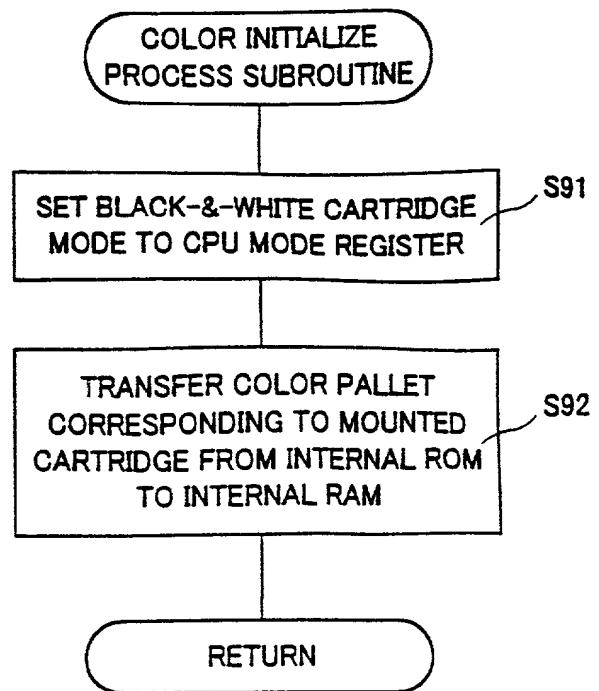


FIG. 19

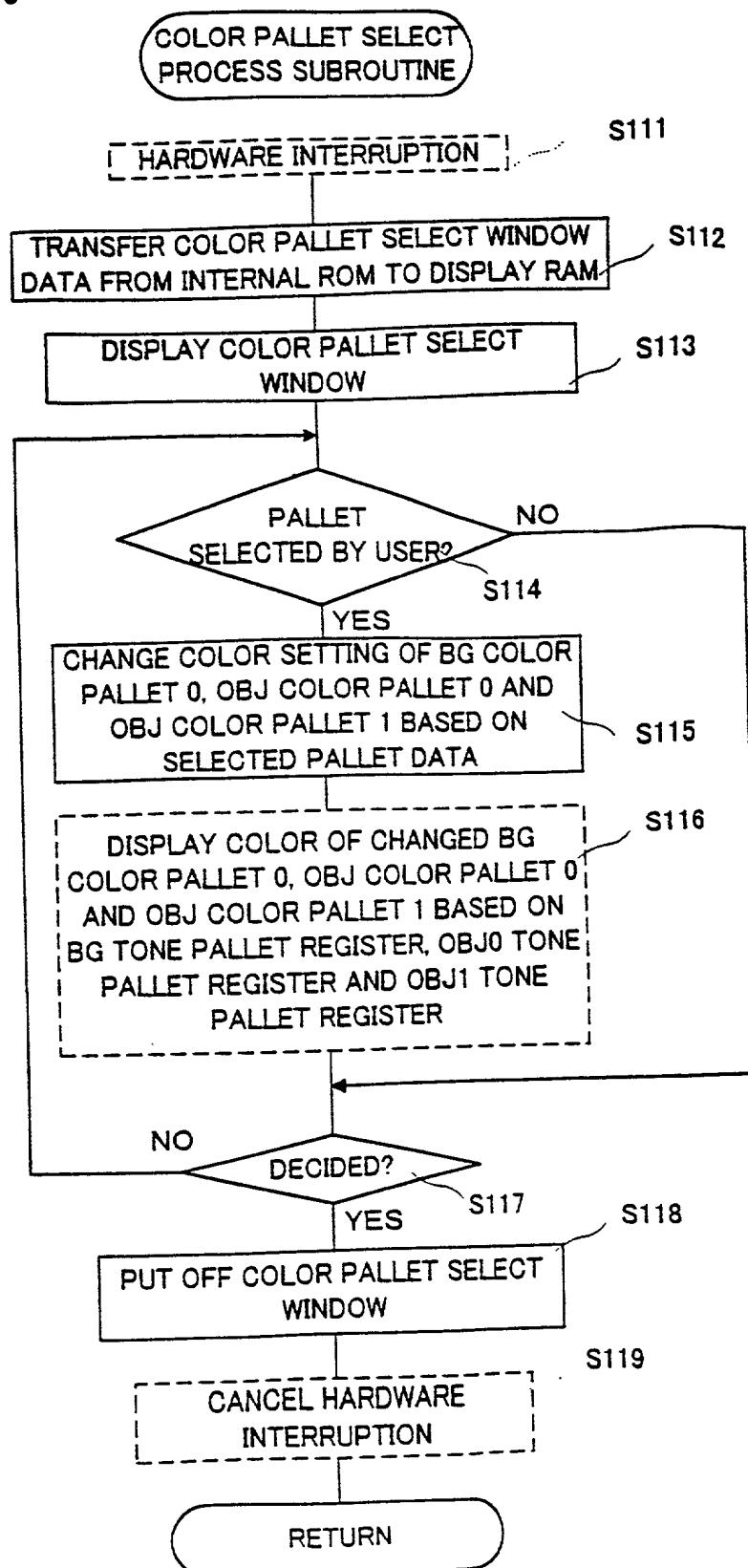


FIG. 20

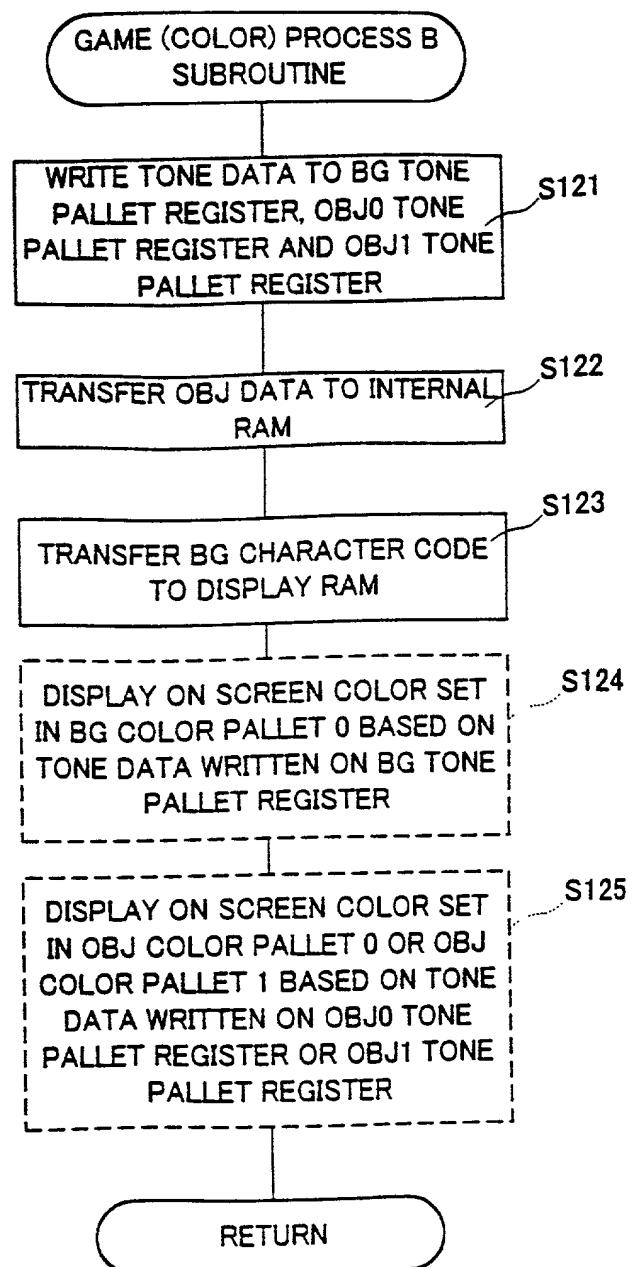


FIG. 21

EXAMPLE OF COLOR PALLET SELECT  
WINDOW DISPLAY

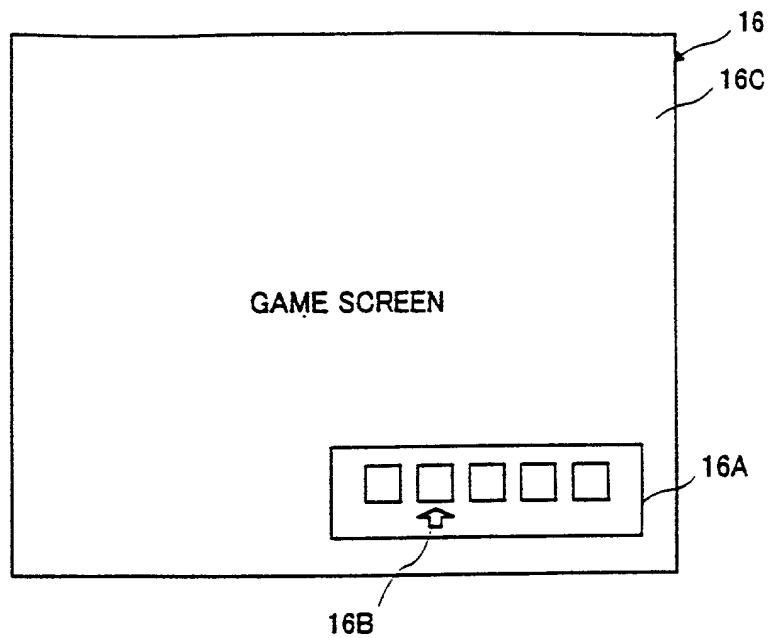
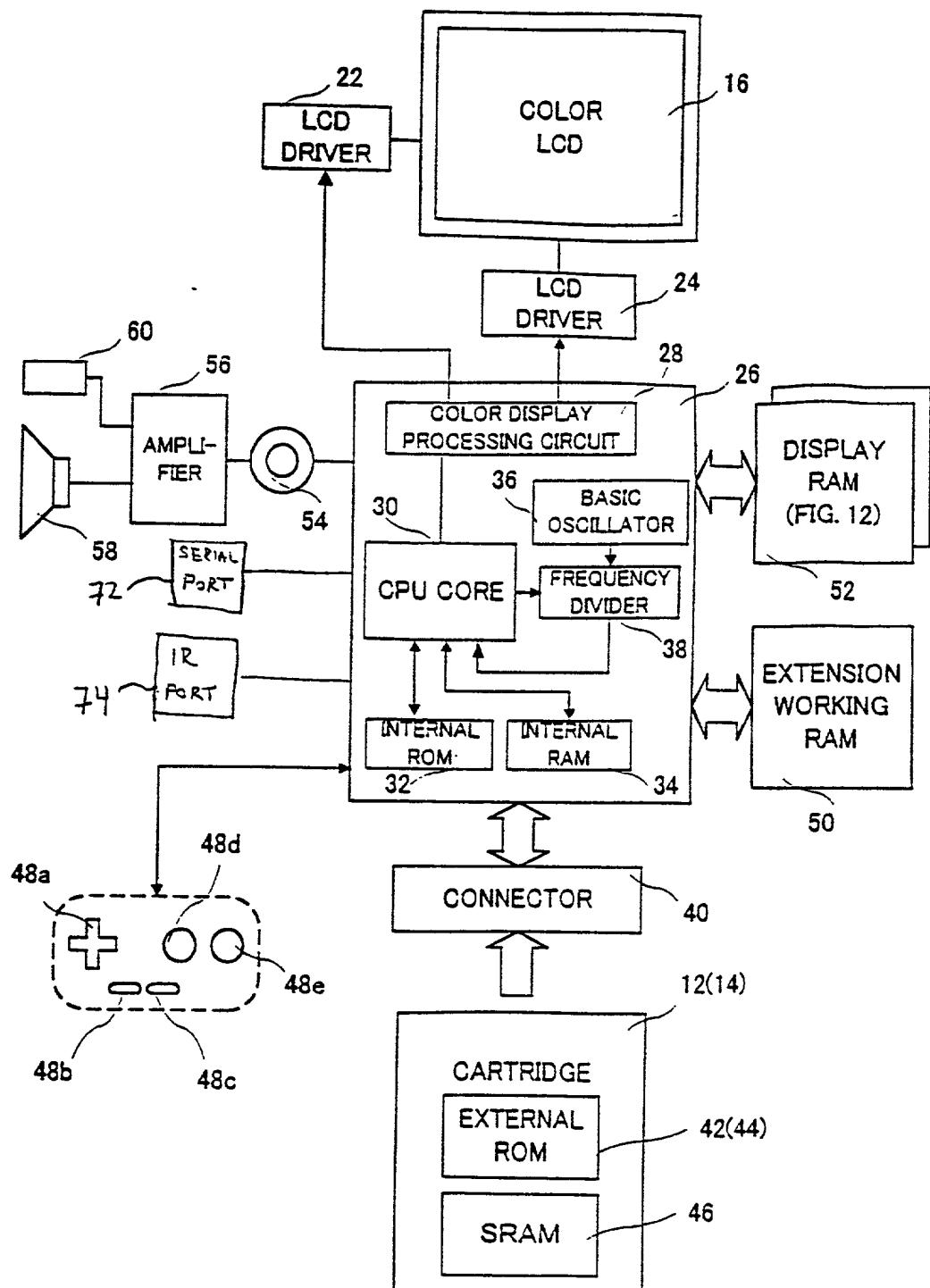


FIG. 22



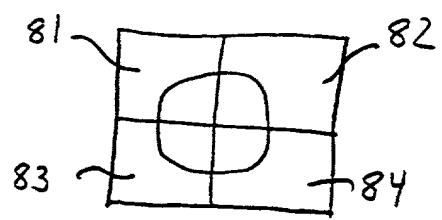


Fig. 23